Subject: Re: Creating a Runtime App using Object Graphics
Posted by davidf on Tue, 13 Jul 1999 07:00:00 GMT
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Robert Mariano (mariano@llnl.gov) writes:

> I am using IDL's Object Graphics as well as creating some of my own
> objects. I try to build a runtime version (a .sav file). I am able to
> invoke my application (by entering "idl -rt=myapp.sav" on a Unix
> command line), but the first object
>   created, called properties, appears to be a null object. The
>   run-time manual says practically nothing about objects. Has
> anyone successfully created a rutime app using Graphics Objects ?

The problem with run-time applications that use objects
(of any sort) is that you have to go to special care to
be sure the code is compiled. Normally with run-time
applications we run the program, then type "Resolve_All"
to get all the procedures and functions we need compiled,
save everything as a SAVE file, and off we go.

But RESOLVE_ALL doesn't resolve everything. And in particular
it doesn't resolve object references. I tend to create
"make" files that specially compile my object code.
A make file might look like this.

```
   .Compile myNeatProgram     ; My real program
   Resolve_All                ; All the library routines, etc.
   .Compile trackball__define ; The trackball object.
   .Compile vcolorbar__define ; The vertical colorbar object.
   Save, /Routines, File='myNeatProgram.sav' ; The save file for run-time.
```

Now I have a save file that will work fine in a run-time
environment.

Cheers,

David

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[Note: This follow-up was e-mailed to the cited author.]